

VILLAGE OF WINNECONNE

The Community of Opportunity

30 South First Street • P.O. Box 488 • Winneconne, Wisconsin 54986-0488 • 920-582-4381 www.winneconnewi.gov

AMENDED AGENDA

TUESDAY, DECEMBER 20, 2016 in Village Board Room located @ 30 South 1st Street to consider;

5:30 p.m.

Call to Order

Roll Call

Pledge of Allegiance

Public Participation

Communications

Regular Business

Approve November Minutes

Village and Utility Bills

Financial Report

Adopt Agenda

Administrator Report

Committee Reports - Park, WCDA, Cemetery, Historic Preservation, Beautification,

Plan Commission, Industrial Development Board, Fire Department, Library, Police,

Public Works, Personnel and Finance

Old Business

Discussion regarding Village Hall (Michael Borski, Jeff Sabel)

New Business

Approve Re-Zoning of Parcel 03003120501 from R-1 to R-3 (S. 5th Avenue

Cemetery Expansion Lot)

Approve Offer to Purchase from Northpointe Development Corporation,

Developer's Agreement with Northpointe Development Corporation and

Designating Certain Funds to the Cemetery Care Fund with Regard to the Sale

and Development of 5th Avenue Parcel no. 03003120501

Approve Certified Survey Map Parcel 1910036, 905 East Main Street

Approve AFR Inspection Contract

Approve Sovereign State of Winneconne Agreement

Approve Main Street Road Closure (December 31st, 2017 12:00pm-12:30pm)

Approve Proposal for Codification Services with General Code

Approve and Issue RFQ for General Engineering Services

Motion to Go into Closed Session

Closed session to discuss compensation and performance evaluation of employee under Stats. 19.85 (1)(c)

Motion to Return to Regular Session

Approve Employment Agreement for:

Mitchell Foster

Paul Olson

Peter Running

Kirk Ruetten

Operator Licenses

Adjourn to Next Meeting.

Winneconne Municipal Center is accessible to the physically disadvantaged. If special accommodations are necessary, please contact the Village Clerk/Treasurer at (920) 582-4381 and we will make every effort to accommodate the request.